

ASHLEY JOHN BARNARD

D. O. B: 22/11/1983

120 Cannock Road
Chase Terrace
Burntwood, Staffordshire
WS7 1JZ

Mobile: 07967478703

E-Mail: ash_barnard@hotmail.com

PERSONAL PROFILE

For as long as I can remember I have been an avid gamer and have known that the games industry would be somewhere I would love to work. Choosing the art and animation route was always a bit of a no-brainer for me, as I spent a lot of my childhood sketching and making flip-books and I managed to comfortably drop into a generalist role.

Although happy with all the modelling (and rigging) side of things, I felt that my creative spark lay more towards the animation discipline, so have more recently decided to specialise in animation.

I work well under pressure and have experience in working on projects individually or in a group, both producing high quality work.

CORE SKILLS

- Character and Creature Animation (Bipedal and Quadruped)
- Character and Creature Modelling and Texturing
- Rigging and Skinning
- Prop Modelling and Texturing
- Enjoy Working in Small Teams

Professional Summary

I have been working professionally in the games industry for five years – during this time I have worked on many different projects, ranging from mobile games to PS4 and XboxOne; with experience working in both large and small teams, as well as on my own, remotely.

QUALIFICATIONS / ACHIEVEMENTS

Institute	Course	Grade	Date
Animation Mentor	Body Mechanics Basics, Advanced Body Mechanics		Summer 2013 - Present
University of Derby	BA Computer Games Modelling and Animation	First Class Hons	2006 - 2009

Received the 2008 '**Brett Butcher Award: For Outstanding Contribution to Graphics**'
(<http://www.derby.ac.uk/ashleybarnard>)

Credited as 3D Artist/Animator in the following:
 'Hairy Tales' (iPad/iPhone/PC)- Arges Systems
 'Shark Rider' (iPad/iPhone/PC) – Arges Systems
 'Fight The Dragon' (TBC) – 3Sprockets
 'Brian the Badger VS Zombie Snowmen from Mars' (TBC) – EDNA Interactive

TECHNICAL SKILLS

Software	Experience Level	Software	Experience Level
Maya	8 years	Photoshop	9 years
3DS Max	1 year	After Effects	2 years
Z-Brush	2 year	Flash	5 years
Unreal Engine	1 year	Unity	1 year

Experience in several small Games Companies, being involved with **full Animation and Art Pipelines** – seeing assets from creation to completion

EMPLOYMENT HISTORY

- Dec 2013 - Present** **Cubic Motion - Animator**
I am currently working as an Animator at Cubic Motion. I've had the chance to work on several different projects, including some high profile AAA PS4/XboxOne games.
- Dec 2010 - Present** **Freelance Game Artist and Animator**
I am also working as a Freelance artist and animator, working in several small teams as character artist and animator for a number of projects.
- Aug 2009 – 2012** **Burntwood Roadsweepers Limited – General IT and Office Work**
(Part Time)
- November 2005 –** **Codemasters - Quality Assurance Technician**
September 2006 *During my time at Codemasters I learnt a great deal about the game development process and working in large teams. Whilst at Codemasters, I managed to work on TOCA: Race Driver 2, Maelstrom and was credited in MicroMachines v4.*

HOBBIES & INTERESTS

- Computer Games – all formats both socially (multiplayer) and single player
- Animation – 2D and 3D
- 3D Modelling in both Maya and 3D Studio Max
- Table-Top Gaming (Warhammer 40K, Hordes) - customising and playing
- Miniature Sculpting
- Sketching
- Painting
- Playing bass guitar in a metal band – *Rise of the Drone*
<http://www.myspace.com/riseofthedrone>
- Movies – New and old movies, I'm especially interested in low budget special effects.
- Reading
- Latex Mask Making / Sculpting

AMBITION

To work as an animator in the games or film industry.

For Examples of My Work, Please Visit:

<http://www.ashbarnard.co.uk>

REFERENCES

Available on request